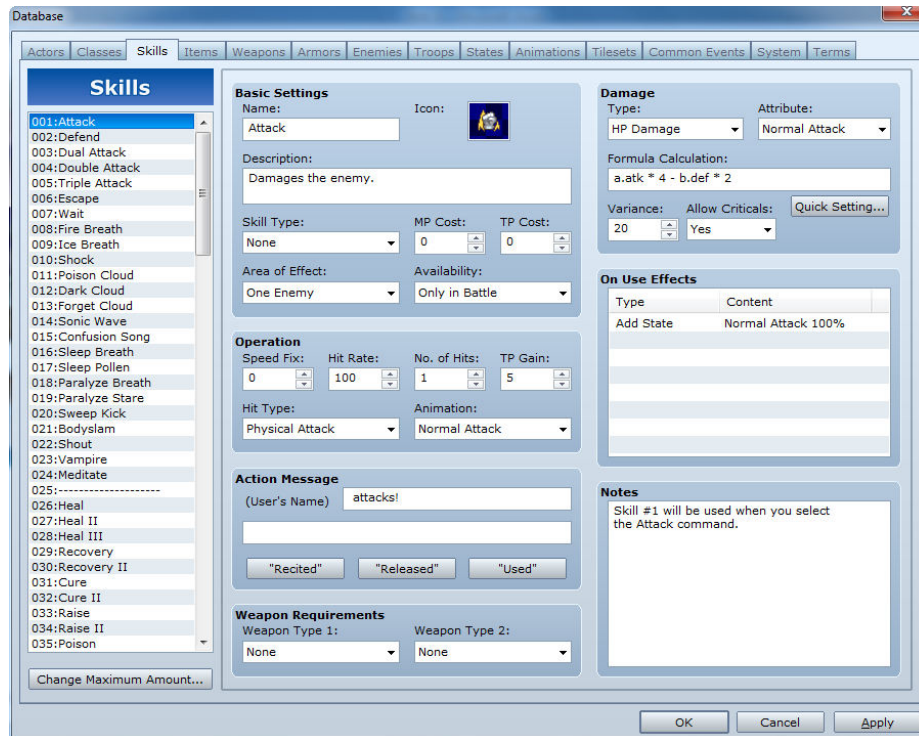
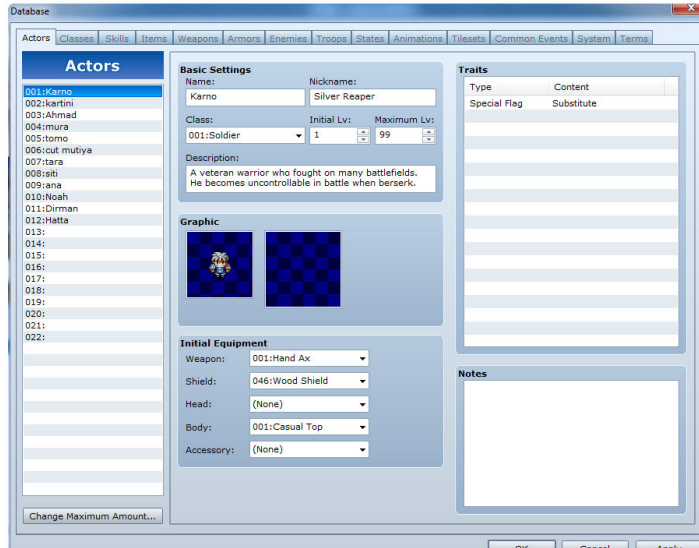


# LAMPIRAN



Database



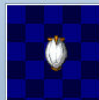

Actors Classes Skills Items Weapons Armors Enemies Troops States Animations Tilesets Common Events System Terms

<b>Attributes</b> 01:Physical 02:Absorb 03:Fire 04:Ice 05:Thunder 06:Water 07:Earth 08:Wind 09:Holy 10:Dark  Physical Change Max. Amount...	<b>Weapon Types</b> 01:Axe 02:Claw 03:Spear 04:Sword 05:Katana 06:Bow 07:Dagger 08:Hammer 09:Staff 10:Gun  Axe Change Max. Amount...	<b>Base Status</b> Level: Level (Abbreviated): Level Lv HP: HP (Abbreviated): HP HP MP: MP (Abbreviated): MP MP TP: TP (Abbreviated): TP TP	<b>Commands</b> Fight: Escape: Fight Escape Attack: Guard: Attack Defend Items: Skills: Items Skills Equipment: Status: Equipment Status Formation: Save: Formation Save Game End: Quit Weapons: Armors: Weapons Armor Key Items: Change Equipment: Key Items Change Equip. Equip Best: Remove All: Optimize Clear New Game: Continue: New Game Continue Shutdown: To Title: Quit Main Menu Cancel: Cancel
<b>Skill Types</b> 01:Special 02:Magic  Special Change Max. Amount...	<b>Armor Types</b> 01:General Armor 02:Magic Armor 03:Light Armor 04:Heavy Armor 05:Small Shield 06:Large Shield  General Armor Change Max. Amount...	<b>Parameters</b> Maximum HP: Maximum MP: MaxHP MaxMP Attack: Defense: ATT DEF Magic: Magic Defense: MAT MDF Agility: Luck: AGI LUK	
		<b>Equipment Types</b> Weapon: Shield: Weapon Shield Head: Body: Headgear Bodygear Accessory: Accessory	

OK Cancel Apply

Database

Actors Classes Skills Items Weapons Armors Enemies Troops States Animations Tilesets Common Events System Terms

<b>Initial Party</b> Actors 001:Karno	<b>Game Title</b> Tempo Doloe	<b>Currency</b>  	<b>Options</b> <input type="checkbox"/> Initialize MIDI on Startup <input type="checkbox"/> Start with Transparency <input type="checkbox"/> Party Walks in Single File <input type="checkbox"/> Can't Fight with Slip Damage <input checked="" type="checkbox"/> Can't Fight with Floor Damage <input checked="" type="checkbox"/> TP is Displayed in Combat <input type="checkbox"/> Reserve Members Receive EXP
<b>Music</b> Title Screen: Theme2 Battle: Battle1 End Battle: Victory2 Game Over: Gameover2 Boat: Ship Ship Ship Airship: Airship	<b>Vehicle Graphics</b> Boat: Ship: Airship:   	<b>Window Color</b> 	<b>Starting Positions</b> Player: 001:king castle (009,013) Boat: (None) Ship: (None) Airship: (None)
	<b>Sound Effects</b> Cursor Movement: Escape: Recovery: Cursor2 Run Recovery Decision: Enemy Attack: Miss: Decision3 Attack3 Miss Cancel: Enemy Damage: Attack Evasion: Cancel2 Damage4 Evasion1 Buzzer: Enemy Collapse: Magic Evasion: Buzzer1 Collapse1 Evasion2 Equip: Boss Collapse 1: Magic Reflection: Equip1 Collapse3 Reflection Save: Boss Collapse 2: Shop: Save Shop Load: Ally Damage: Use Item: Load Damage5 Item3 Battle Start: Ally Collapse: Use Skill: Battle3 Collapse2 Item3	<b>Title Screen:</b> Graphic: Book <input checked="" type="checkbox"/> Draw Game Title	

OK Cancel Apply

